

CONSTRUCTION CODES
2650 LaFranier Rd
Traverse City, MI 49686
231-995-6044
codes@gtcountymi.gov

PLAN REVIEW APPLICATION - MICHIGAN BUILDING CODE 2015

Lo	ocation of Building : Date :
Pr	operty Owner's Name :
Ar	chitect or Engineer : (Preparing This Application)
1.	The Soil Bearing Capacity required for this design Is pounds per square foot. (section 1804)
2.	The Building is equipped throughout with the following automatic fire suppression system : (Check One)
	[] NO Complete Suppression [] NFPA 13 System (903.3.1.1) [] NFPA 13R System (903.3.1.2) [] NFPA 13 D System (903.3.1.3)
3.	What is the proposed Use And Occupancy Classification (s). (Section $303-312$) of this building ? Check more than one if applicable.
	[] A-1
4.	If the Building is occupied by two or more Use Group Classifications, which option has been utilized in the design of this building?
	[] Option # 1 - Non-separated occupancies (508.3) [] Option # 2 - Separated occupancies (508.4)
5.	The following "Type Of Construction" Classification is proposed for the building. (Section 602)
	Type I A [] Type II A [] Type III A [] Type IV [] Type V A [] B [] B []
6.	The following indicates the "Occupant Load" (1004) for which the exits have been designed
7.	The following indicates the roof loads (60 lb. Ground Snow Load) for which the framing system has been designed :
	Anticipated uniformly distributed live snow load = psf.
	Anticipated drift / tapered snow load = (indicate loading diagram on plans)
	Anticipated uniform dead load = psf.
	Anticipated extra uniform or lineal dead loads = psf. (ie. sprinkler piping)
	Anticipated extra concentrated dead loads (ie. HVAC units)
8.	The "Building Area" (Table 506.2) per floor is square feet.
9.	The "Building Height" above grade, (Table 504.3 and 504.4) is, feet and stories.
	. [] This building has been designed in accordance with the Michigan Uniform Energy Code, pt. 10a rules, R408.31087 to 408.31099 (1301.1.1)

Design Professional in responsible charge (107.3.4) (Architect of Engineer) Signature and Seal.